AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (Currently Amended) A method for managing dynamic context comprising:

storing associations between at least one activity stream [[,]] and at least one representation element, the activity stream based on an activity [[that is]] beyond a [[user's]] perception of a user;

synthesizing a value of a human sensible attribute of at the least one representation element [[based on]] responsive to changes in the at least one activity stream and the stored associations;

determining [[the user's]] a focus of attention of the user; [[and]]

selecting at least one of the at least one representation elements [[based on the user's]] at a periphery of the focus of attention; and

presenting the synthesized human sensible attribute using the selected at least one representation element to the user;

wherein varying representation elements associated with varying portions of a graphical user interface associated with the at least one representation element are being are used in informing the user of the changes in the at least one activity stream depending on the user's focus of attention.

2.   (Canceled)

3.   (Canceled)

4.   (Previously Presented) The method of claim 1, wherein the activity stream is information including external sensor information.

5.   (Original) The method of claim 1, wherein the human-sensible attribute is synthesized based on a selected range.

6.   (Original) The method of claim 1, wherein the human-sensible attribute is synthesized based on values outside a selected range.

7.   (Previously Presented) The method of claim 1, wherein the at least one activity stream has a value outside a predicted range of values.

8.   (Original) The method of claim 7, further comprising determining the predicted range of values based on monitoring at least one of the at least one activity stream.

9.   (Original) The method of claim 1, wherein the human-sensible attribute is a display attribute.

10.   (Original) The method of claim 9, wherein the display attribute includes at least one of a text characteristic, a window characteristic, a desktop characteristic.

11.   (Currently Amended) [[The]] A system for managing dynamic context, comprising:

at least one synthesizer circuit, each synthesizer circuit synthesizing at least one human-sensible attribute of at least one representation element based on changes in at least one activity stream, the activity stream based on an activity that is beyond a user's perception;

a memory that stores associations between the at least one activity stream, the at least one representation element and the synthesizer circuit;

a user focus of attention determining circuit that determines the user's focus of attention; and

a user interface operable to present the synthesized human sensible attribute to the user using a selected at least one representation element, ~~wherein the selected at least one representation element is chosen based on the user's focus of attention~~;

wherein varying ~~representation elements associated with varying~~ portions of [[a]] the ~~graphical~~ user interface in a periphery of the user's focus of attention are being ~~are~~ used to inform the user of the changes in the at least one activity stream ~~depending on the user's focus of attention~~.

12.   (Canceled)

13.   (Previously Presented) The system of claim 11, wherein the at least one of the at least one activity stream is an input signal including an external sensor signal.

14.   (Original) The system of claim 11, wherein at least one of the at least one synthesizer circuits synthesizes the human-sensible attributes based on a selected range.

15.   (Original) The system of claim 11, wherein at least one of the at least one

synthesizer circuits synthesizes the human-sensible attributes based on activity stream values

outside a selected range.

16.   (Original) The system of claim 11, wherein the at least one representation

element and the at least one activity stream are dynamically associated based on which of the at

least one activity stream has a value outside a predicted range of values.

17.   (Original) The system of claim 16, wherein the predicted range of values is

determined by monitoring at least one of the at least one activity stream.

18.   (Original) The system of claim 11, wherein the human-sensible attribute is a

display attribute.

19.   (Previously Presented) The system of claim 18, wherein the display attribute

includes at least one of a text characteristic, a window characteristic, and a desktop

characteristic.

20.   (Previously Presented) The method of claim 1, wherein determining a user's

focus of attention comprises determining a users focus of attention by actively sensing the user's

focus of attention.

21.   (Canceled)

22.   (Previously Presented) The method of claim 1, wherein the activity is at least one

of a scheduled event approaching and sensor values changing.

23.   (Previously Presented) The system of claim 11, wherein the activity is at least

one of a scheduled event approaching and sensor values changing.,

24.   (Previously Presented) The method of claim 1, wherein the activity stream

comprises information including at least one of external sensor information, telephone

information, broadcast news information, and pager information.

25.   (Previously Presented) The system of claim 11, wherein the activity stream

comprises information including at least one of external sensor information, telephone

information, broadcast news information, and pager information.

26.   (New) A method for dynamically managing a focus and a periphery of attention

of a user of a primary document on a display:

    determining the focus of attention of the user;

    detecting a change in an activity stream, the activity stream occurring outside of

perception of the user;

    determining a representation element associated with the activity stream, the

representation element having human sensible attributes; and

    changing the human sensible attributes responsive to the change in the activity stream,

    wherein the changing of the human sensible attributes is adapted to be sensed by the user

in the periphery of attention of the user.

27.   (New) The method of claim 26, wherein the human sensible attributes are selected

from vision, sound, touch, taste and smell.

28.   (New) The method of claim 26, wherein the changing the human sensible attributes includes applying a dynamic stylesheet to the representation element.

29.   (New) The method of claim 28, further comprising:

authoring the dynamic stylesheet including:

obtaining a selected activity stream from among a plurality of activity streams; and

specifying variations to the human sensible attributes of the representation element responsive to changes in the selected activity stream,

wherein the variations in the human sensible attributes indicate, unobtrusively to the user, the changes in the selected activity.